

ENGLISH

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved **Buzzl™: Brain of the World** data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

Buzzl™: Brain of the World operates with an autosave function, allowing progress to be saved to Memory Stick Duo™ automatically during play. Do not remove the Memory Stick Duo™ or turn off the PSP™ system when the Memory Stick Duo™ access indicator is flashing. The autosave function can be disabled via the Options menu.

PLEASE NOTE: the minimum amount of free space required to save **Buzzl™: Brain of the World** data may vary depending on the capacity of the Memory Stick Duo™ inserted.

DEFAULT CONTROLS

Press **↑**, **↓**, **←** or **→** to highlight an option, then press the **ⓧ** button to confirm. To return to the previous menu screen, press the **Ⓞ** button.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, **↑**, **↓**, **←**, **→** etc. are used to denote the direction of the directional buttons only.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

PLEASE NOTE: **Buzz!™: Brain of the World** supports Game Sharing.

MAIN MENU

SOLO QUIZ CHALLENGE

Are you feeling knowledgeable today? Then let's get this show on the road! Prepare for a spectacular single player trivia test in the Solo Quiz Challenge.

CREATING A PROFILE

The first time you play **Buzz!™: Brain of the World** in Solo Quiz Challenge Mode, you will need to create a profile. Your profile is where details of your progress and performance in Solo Quiz Challenge Mode are saved, along with your chosen name and contestant. You may store up to three profiles at any one time.

Choose a profile slot, then choose which of the colourful contestants you want to represent you in the studio. Remember though, the contestants don't answer the questions – you do!

The next step is to name your contestant using the Virtual Keyboard. The controls for the Virtual Keyboard are as follows:

- To enter a letter, highlight it and press the  button
- To delete a letter, highlight "Del" and press the  button
- To confirm the current name and access the Select a Quiz Screen, highlight "End" and press the  button

PLAYING A SOLO QUIZ CHALLENGE

The Solo Quiz Challenge Map will be displayed on-screen. Choose a quiz from those currently available and press the  button to be whizzed down to the studio for the start of the game.

Fifteen rounds of testing trivia await, with gold, silver and bronze awards available for each – can you conquer the Solo Quiz Challenge while picking up every gold award along the way?

MULTIPLAYER PASS AROUND

In a Pass Around game, up to six players compete to be quiz champion on one PSP™ system. Simply pass the PSP™ system to the next player when your turn is over or when directed to do so by the on-screen instructions.

PLAYING A PASS AROUND GAME

Choose a difficulty level from Easy, Standard or Hard, then set the number of players present and choose a game length from Full Game, Quick Game or Custom Game.

If you have chosen to play a Full Game or a Quick Game, the Select a Contestant Screen will be displayed. Each player in turn must choose a contestant, and when all players have chosen, the game will begin.

If you have chosen to play a Custom Game, the Customise Rounds Screen will be displayed. Choose to turn each round type on or off, then press the  button to confirm and access the Select a Contestant Screen. Each player in turn must choose a contestant, and when all players have chosen, the game will begin.

NOTE: when two players are present, a Full Game consists of five rounds. When more than two players are present, a Full Game consists of six rounds. A Quick Game always consists of three rounds.

QUIZ HOST

Quiz Host Mode is your opportunity to take on the mantle of quizmaster, ask the questions and dole out the points. Have you got what it takes to be as brilliant a host as Buzz himself?

PLAYING A QUIZ HOST GAME

The Quiz Host does not answer questions. Instead, a series of questions will be displayed on-screen with the correct answer already highlighted in green.

The Quiz Host takes care not to let any of the players see the screen, then reads each question to the players. The players shout out their answers and the Quiz Host awards points to each player who gets the question right – or deducts points from each player who gets the question wrong.

Updating the scores is easy. Here's how it's done:

Position the points distributor above the contestant to be scored:

- Press the  button to add 50 points to the contestant's score
- Press the  button to deduct 50 points from the contestant's score
- Press the  button to display the next question and continue with the round

Alternatively, the Quiz Host can press the  button to skip to the next question without reading or scoring the current question at all.

NOTE: the scoring system is completely up to the Quiz Host, who can award as many points for a correct answer – or take away as many points for a wrong answer – as he or she thinks appropriate. And it's probably best if players don't complain too much – the Quiz Host could always deduct points from contestants who don't respect the rules!

GAME SHARING

Face off against up to three other players in a Fastest Finger challenge! Select Game Sharing and your PSP™ system will attempt to locate other PSP™ systems that are within a range of 10 metres and currently searching for Game Sharing data.

The receiving players must choose the  icon from the Home Menu and then select the Game Sharing icon. A message, "Searching for players" will be displayed.

Once the PSP™ systems have connected wirelessly, the receiving players should follow the on-screen instructions to send a request to the host. The transfers will commence once the host accepts each request.

Once all transfers are complete, the host must choose a difficulty level from Easy, Standard or Hard, a game length from 10 questions to 50 questions and a question category. Choose "All" to answer questions from all the question categories. The receiving players must each then choose a contestant and the quiz can begin!

The receiving players can end their **Buzz!™: Brain of the World** session by either switching off their PSP™ system or returning to the Home Menu. Any Game Sharing data received will subsequently be deleted.

NOTE: the WLAN switch must be set to the ON position on both host and receiving PSP™ systems.

OPTIONS

Turn the autosave function on or off, load data previously saved to Memory Stick Duo™ or save data to Memory Stick Duo™.

ROUND TYPES

Read on for a sneak preview of some of the nail-biting rounds available in **Buzz!™: Brain of the World**. Some rounds are only available in Solo Quiz Challenge Mode, and some rounds only in Multiplayer Pass Around Mode, but they all have one thing in common – they're a riot to play!

PICTURE THIS

Guess the subject of the snapshot. The catch? The picture doesn't show the whole subject – just a part of it. You have 15 seconds to guess, so don't dawdle!

VIRUS

Oh no, you've caught a Trivia Virus! This horrible bug makes your score tick down as soon as you are asked your first question. You'll be asked a set number of brain-teasers and the key is to answer them quickly and correctly, thus winning back the points you've lost – and many more besides.

TIME CHALLENGE

Once you have successfully completed a set of three rounds in the Solo Quiz Challenge Mode, a Time Challenge will be unlocked. You must achieve a bronze award or higher in the Time Challenge in order to unlock the next set of three rounds. A question category is chosen at random at the start of each Time Challenge, and the aim is to answer as many questions as you can in the time allowed. Your performance will be rewarded according to how many questions you answer correctly.

WEAK SPOT

One player previews a question and chooses another player to answer it. Here's a tip for the sneaky among you: it pays to play dirty, and direct the question to a player you think won't know the answer. If the receiving player does get the question right, they will be awarded points – but if they don't, the points go to the player who chose them. Whatever the outcome, the receiving player gets to choose who answers the next question – a good opportunity, perhaps, to get their own back!